BANDAI

DIGIMON™

INSTRUCTIONS

The Original Battling Digital Monster™ You Train for Action!

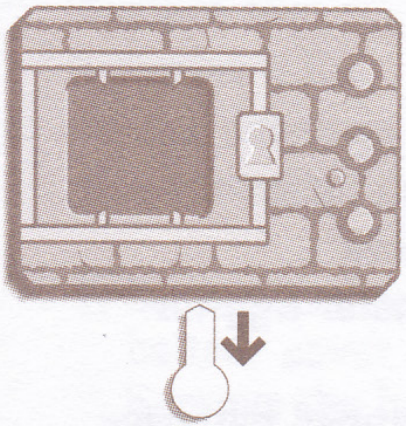
Ages 8 and up.

Congratulations!

Now you are in control of the first virtual reality monster! This is an awesome responsibility – for DigiMon has journeyed far from his Megalithic Mainframe to be trained by you. Train your DigiMon well, and you will be rewarded with a DigiMon that is – the strongest! What kind of DigiMon will you raise?

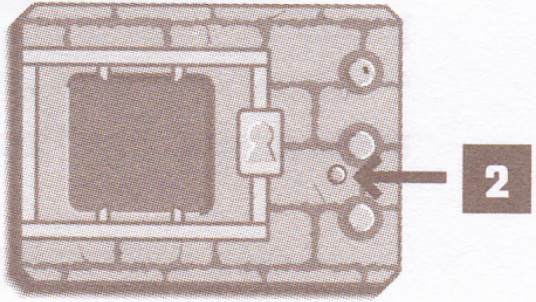
PREPARATION

1) Awaken your DigiMon by pulling the Monster Tab from the bottom of the casing.



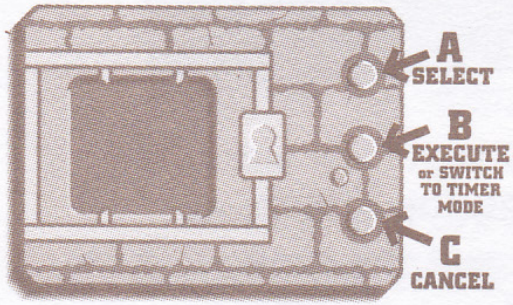
2) Press the recessed Reset Button on the front of the casing by using a pointed object, like a ballpoint pen or a bent paper clip.

NOTE: Do not apply too much pressure on the Reset Button. Now you are ready to hatch your DigiMon!



SETTING THE TIMER

DigiMon's timer is set for the Monster Standard Time Zone. You must adjust the time accordingly.



1) Press Button "B." The Timer Screen will appear.

2) Press Button "A" to set the hour; press Button "B" to set the minutes. *NOTE: Press each respective Button repeatedly to advance the time to the desired hour and minute.*

3) Press Button "C" to lock in and set the time.

4) Press Button "B" to return to the Main Screen.

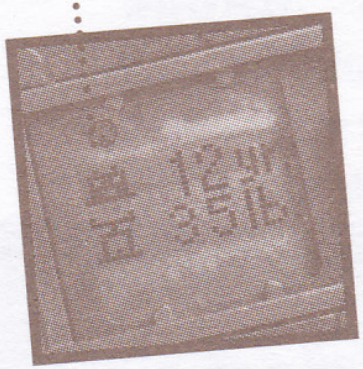
SUCCESS!

Once you complete this sequence, the DigiMon Protoplasmic Egg will begin to throb and pulsate. It's alive! Your DigiMon will hatch in about 5 minutes. *NOTE: During the hatching period, you will only be able to access the Timer and Reset Button functions.*

REMEMBER: Your DigiMon will not hatch if you do not set the Timer.

NOTE: Don't be alarmed! DigiMon beeps at you to get your attention.

CONDITION: Determine your DigiMon's overall condition, so you can monitor his monstrous progress!



1) Press Button "A" to highlight the first icon, Condition, and check DigiMon's Condition Status.
2) Press Button "B" to toggle in and check Age & Weight, Hunger Factor, Energy Factor, Strength and Victory Ratio.
3) Press Button "C" to return to the Main Screen.

- **Age & Weight**

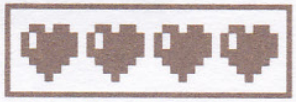
Reveals DigiMon's relative age and corresponding weight.

- **Hunger Factor**

Hearts that are not darkened (Empty Hearts) means DigiMon is hungry. Feed DigiMon until he shakes his head to let you know he's full.

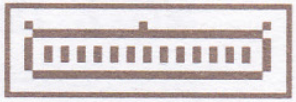
- **Strength**

Muscle power! Empty hearts mean DigiMon is weak. Hearts that are filled mean DigiMon is strong.



- **Energy Factor**

Empty meter means DigiMon needs energy and cannot fight. DigiMon gains energy when he sleeps, and uses energy when he fights. A filled meter means he's ready to battle.



- **Victory Ratio**

Get the factored percentage chance of your DigiMon winning a monster match! The Victory Ratio computes from previous monster match results, too!

NOTE: A freshly hatched DigiMon will register 0%, energy is empty and cannot engage in a monster match until he's been trained and raised to at least the rookie stage.

NOURISHMENT: If you provide vital monster nutrients to DigiMon, he will grow to be strong and healthy!

1) Press Button "A" repeatedly until you have highlighted the Nourishment icon.
2) Press Button "B" to see the choice of Vitamins and Food.
3) Press Button "A" to toggle between the choices of Vitamins and Food.
4) Press Button "B" to feed DigiMon.

5) Press Button "C" to return to the Main Screen.

NOTE: Don't give your DigiMon too many vitamins or he could get sick and sluggish.

TRAINING: Train your DigiMon to make him grow into the strongest DigiMon character possible by shadow-sparring with himself!

1) Press Button "A" repeatedly until you have highlighted the Training icon.
2) Press Button "B" to engage the Training game.
3) Press Button "A" to box the shadow's upper body; press Button "B" to aim for the shadow's lower body.
4) DigiMon's shadow defends himself with a shield. If you punch the shadow where he's not protected, you win! If the shadow's shield blocks your punch, you're defeated.
5) Press Button "C" to return to the Main Screen.

NOTE: If your DigiMon wins 3 out of 5 Training games, he becomes stronger and one heart will be filled.

MONSTER MATCH: Pit your DigiMon against your friend's with the exclusive "battle connect" monster match feature!

1) Press Button "A" repeatedly until you have highlighted the monster match icon.
2) Press Button "B" to engage the monster match. The word "battle" appears on the screen.
3) Connect the two DigiMon together as shown. Now you're ready to battle!
4) Press Buttons "A" or "B" on either DigiMon and the monster match begins automatically!

NOTE: If "OK" does not appear on screen after connecting the DigiMon together, press Buttons "A" or "B" again. If "RETRY" appears on screen, separate the DigiMon, then reconnect them. Press Buttons "A" or "B" to engage the monster match.

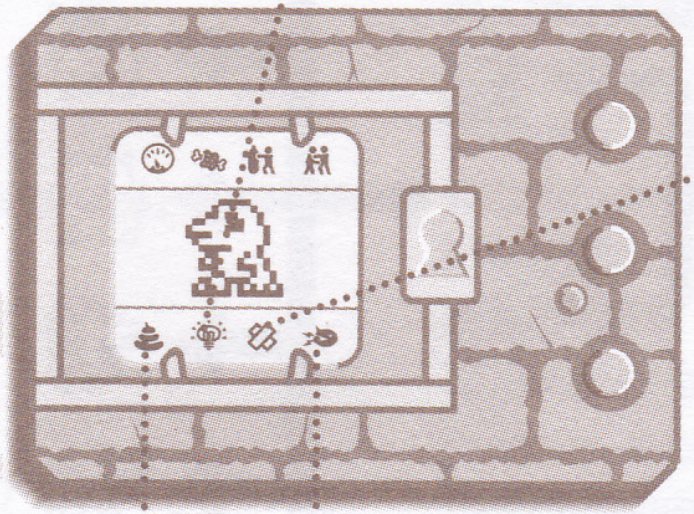
5) Press Button "C" to return to the Main Screen.

MONSTER MATCH NOTES

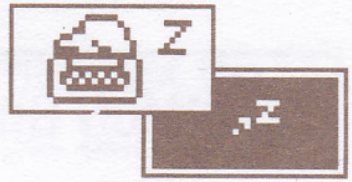
- You can separate the DigiMon after "OK" appears on the screens
- Each DigiMon needs to be set for monster match mode for the battle connect feature to work.
- Your DigiMon will engage in the monster match using his own individual techniques, which you trained him to master.
- When the "HIT" icon blinks onto screen, the champion and defeated DigiMon will appear.
- A skull image blinks on the screen if your DigiMon is injured during the monster match. Press Button "A" to toggle to the Medical icon, then press Button "B."
- How your DigiMon does in battle is based on how well you train him. The better the training, the better the battler!

FLUSH:

1) Press Button "A" repeatedly until you have highlighted the Flush icon.
2) Press Button "B" to Flush .
3) Press Button "C" to return to the Main Screen.



LIGHTS:

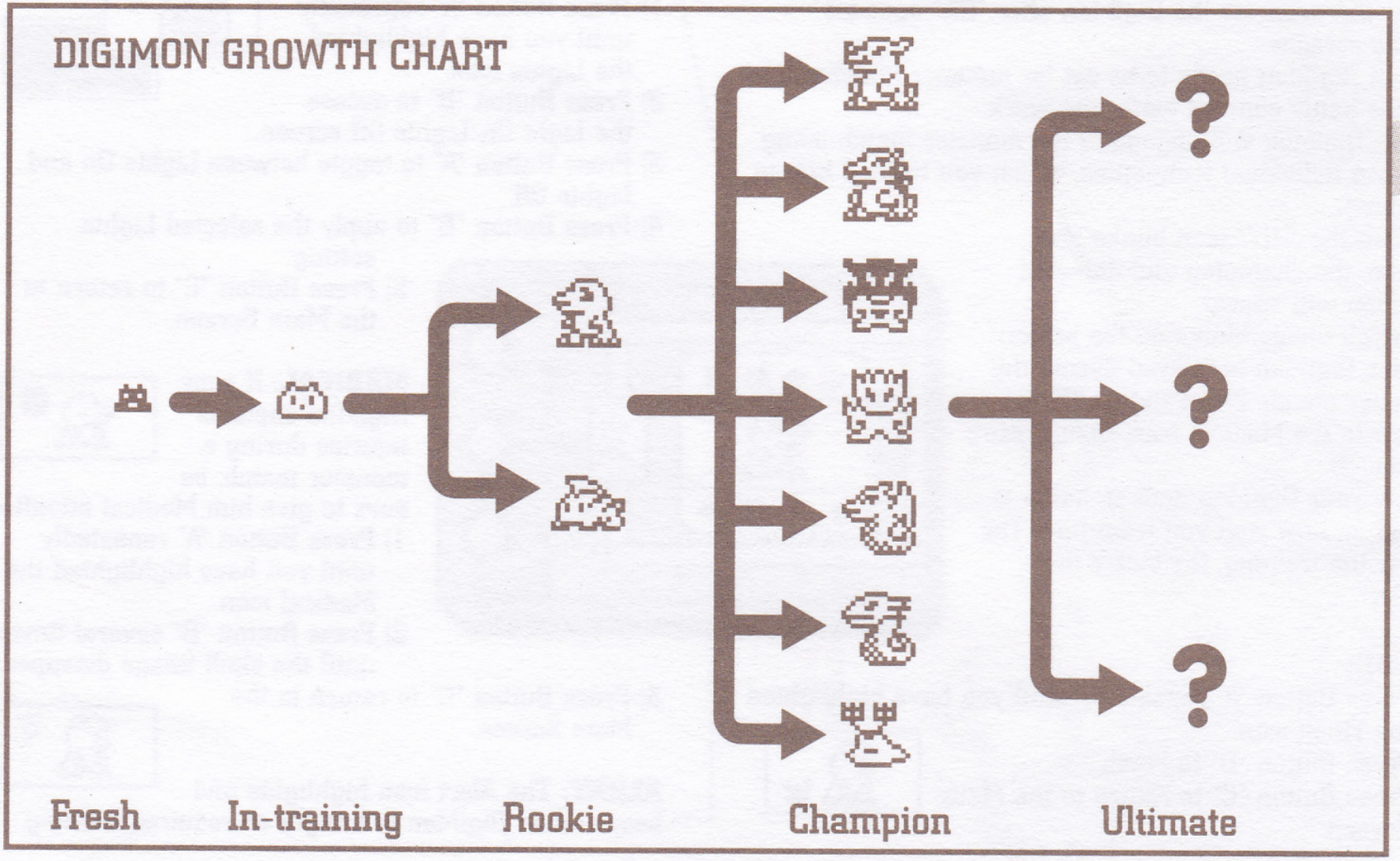


1) Press Button "A" repeatedly until you have highlighted the Lights icon.
2) Press Button "B" to access the Light On/Lights Off screen.
3) Press Button "A" to toggle between Lights On and Lights Off.
4) Press Button "B" to apply the selected Lights setting.
5) Press Button "C" to return to the Main Screen.

MEDICAL: If your DigiMon sustains injuries during a monster match, be sure to give him Medical attention.

1) Press Button "A" repeatedly until you have highlighted the Medical icon.
2) Press Button "B" several times until the skull image disappears.
3) Press Button "C" to return to the Main Screen.

ALERT: The Alert icon highlights and beeps when DigiMon is hungry or requires training.


DIGIMON GROWTH CHART
?
?
?
Fresh
In-training
Rookie
Champion
Ultimate

• FRESH DIGIMON
DigiMon is born and ready to raise!

• IN-TRAINING DIGIMON
DigiMon is too young to engage in a Monster Match, but you can train him well!

• ROOKIE DIGIMON
If you've trained your DigiMon well, he is able to engage in a Monster Match!

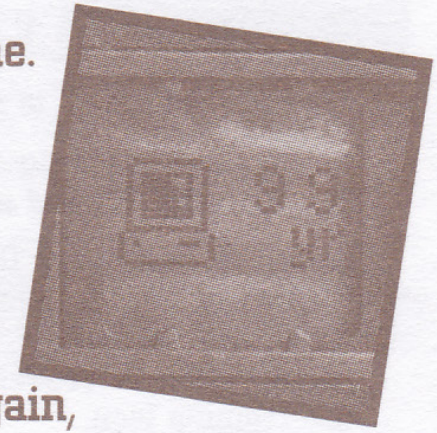
• CHAMPION DIGIMON
DigiMon is strong and ready for a Monster Match!

• ULTIMATE DIGIMON
DigiMon may mutate into different characters at this point.

If you train your DigiMon just the right way, you might get one of the secret characters!

DIGIMON & THE MEGALITHIC MAINFRAME

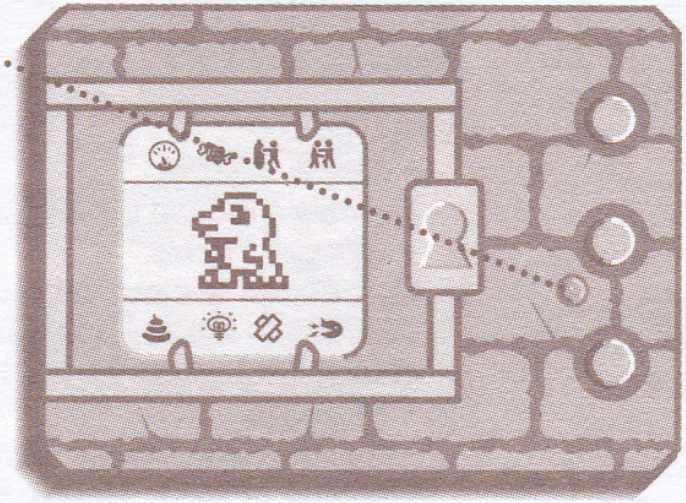
When DigiMon completes his training and Monster Matches, he will return to his Megalithic Mainframe. When your DigiMon completes his journey, a new DigiMon egg can be laid. If you'd like to hatch and raise it again, simply follow this sequence:



- Press "A" and "C" buttons simultaneously.

or

- Press the recessed Reset Button on the front of the casing by using a pointed object, like a ballpoint pen or a bent paper clip.



NOTE: Do not apply too much pressure on the Reset Button.

Now you are ready to hatch your next DigiMon!

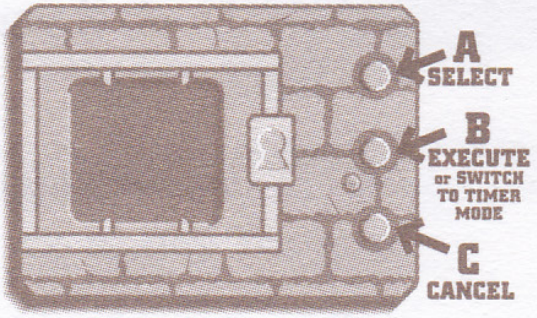
- Reset the Timer, as described in the Setting the Timer instruction area.
- A new DigiMon will emerge in about 5 minutes!

TIMER

From the Main Screen, press Button "B" to display the time. The time will scroll onto the screen. Press Button "B" again to return to the Main Screen.

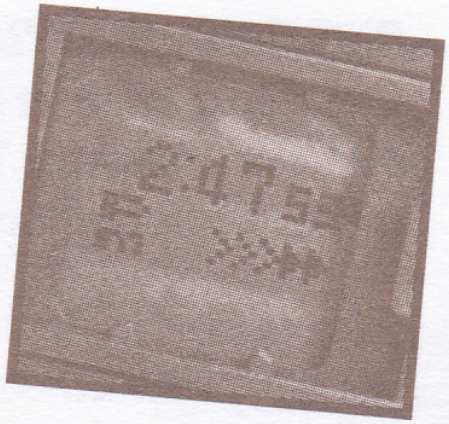
To reset the time:

1) Press Button "B" to display



the time.

2) Press Buttons "A" and "C" at the same time. The word "SET" will appear on the screen.



3) Follow the Setting the Timer instructions to reset the time.
4) Press Button "C" to return to standard time mode.
5) Press Button "B" to return to the Main Screen.

NOTE: Timer cannot be reset if DigiMon is on the verge of returning to the Megalithic Mainframe.

SOUND

Press Buttons "A" and "C" at the same time to turn DigiMon sounds off. Press the same buttons again to turn the sounds on.

RESET OPTIONS

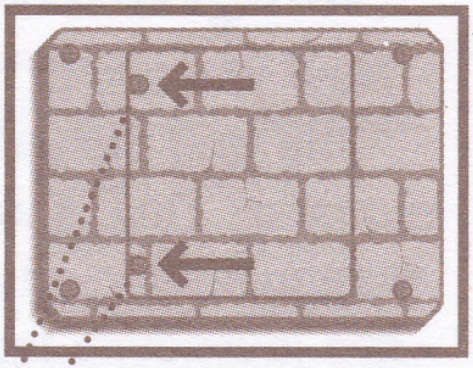
You can reset DigiMon under the following circumstances:

- When laying a Monster Egg for the first time.
- When you have changed batteries.
- When DigiMon doesn't function properly.
- When you want to re-start and raise a new DigiMon.

REMEMBER: Don't push the Reset Button too hard!

BATTERIES

Replace the batteries if the screen becomes dim or weak.



1) Loosen and remove the two battery cover screws.
2) Remove the battery cover and the batteries.
3) Insert 2 new LR44 batteries. Make sure to match the positive (+) and negative (-) signs properly.

NOTE: Be sure to use both new batteries, do not mix old and new batteries. Do not mix alkaline, standard or rechargeable batteries. Dispose of used batteries properly.

4) Replace the battery cover and tighten the screws into place.
5) Press the reset button at the front of the toy with a pointed object.
6) Reset the Timer and a new DigiMon will hatch in about 5 minutes!

CAUTION: Battery may be harmful if swallowed.

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http://www.bandai.com or
http://www.toynetwork.com